

Tetwis

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Project Description

- A Tetris-like game where you stack blocks and hope your newly built tower does not fall apart
- Two modes
 - Time Attack - Stack blocks and built the biggest tower in 60 seconds
 - Standard - Build as high as you can! Lose lives if you lose blocks

Programming Goals and Challenges

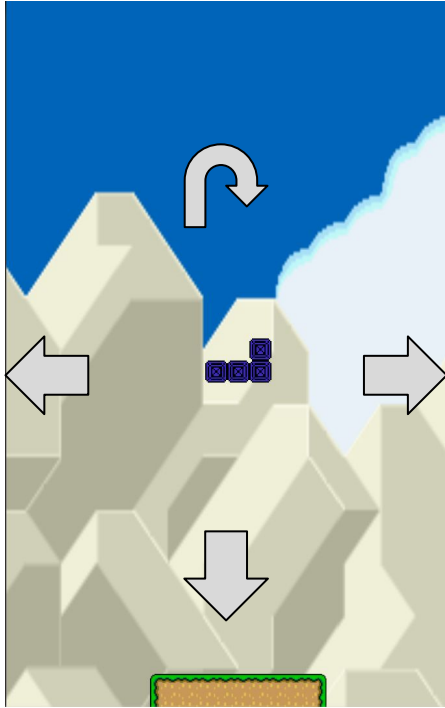
- From the beginning, we chose to use a new programming tool, Unity.
 - None of us had any familiarity with the IDE, which made the entire endeavor much more difficult
- New Language: We've been using Java in class, but Unity uses C#.
- Goals:
 - Implement the game UI transitions smoothly
 - Implement all the basic functionality necessary for the game
 - Manage physics of game objects
 - Manage user input with minimal error
 - Reduce effect of gravity and block shifting

App Demonstration

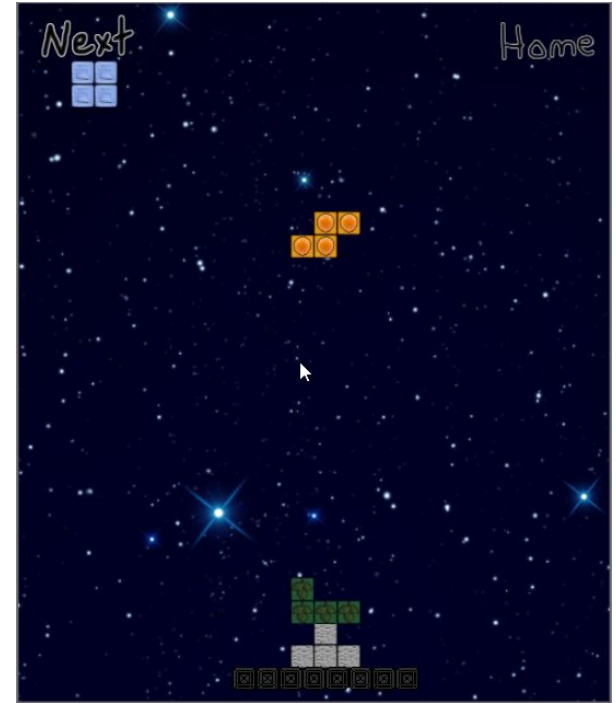
- Home Screen
- Two Game Modes



App Demonstration



- The arrows shown to the left aren't part of the UI but show how the controls work.
- Tapping on the left moves the piece to the left, tapping on the right to the right, etc...
- The image to the right shows a different background



App Demonstration

- Game Over:
- Home button to return home



Questions and Answers

